Try our affiliated browser extension - redirect to BreezeWiki automatically!

Lagomorpha (Rabbits, Hares, & Anomalies) Breeds

Search

Page theme default light dark

This open fan-fiction article was started by Adalwulf of Aedirn. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

Witcher TTRPG Homebrew Collection

While deer and moose provide bulk meat and heavy leather, the smaller fur-bearers of the Continent keep a traveling party fed on a budget. However, any hunter tracking a white tail through the underbrush must remember that not every rabbit runs away. In the 10th century, the infamous mage Alzur turned Rissberg Castle into a crucible of unstable life, leaving behind genetic horrors that integrated directly into the Continent's ecosystems.

Contents

1. Lagomorpha Comparative Stat Table
2. Standard Breeds & Wild Hares
   - 2.1. 1. Common Cottontail
   - 2.2. 2. Jackrabbit
   - 2.3. 3. Snowshoe Hare
3. The Monster: Caerbannog (The "Death Rabbit")
   - 3.1. Core Mechanics & Abilities
   - 3.2. Caerbannog Subspecies & Regional Variants
     - 3.2.1. The Frostbite Caerbannog

3.2.2. The Poisonous Caerbannog
3.2.3. The Nightstalker Caerbannog
3.2.4. The Sandscraper Caerbannog
3.2.5. The Cavern Caerbannog
3.2.6. The Forest Caerbannog
3.3. Wild Crossbreeds & Hybrids
3.4. Harvesting & Alchemical Processing
3.5. New Alchemical Formula: Alzur's Echo (Novice)

Lagomorpha Comparative Stat Table

Species / Breed	DEX + Athletics	Handling Mod	Speed (m)	HP	Weight (kg)	Primary Yield
Pygmy Rabbit	12	+4	10m	5	0.5kg	1 light Raw Meat
Common Cottontail	13	+3	12m	8	1.5kg	1 standard Raw Meat
Swamp Hare	11	+2	10m	10	2.5kg	1 standard Raw Meat
Snowshoe Hare	14	+2	14m	12	3.0kg	1 standard Raw Meat
Jackrabbit	15	+1	16m	15	4.5kg	2 standard Raw Meat
Caerbannog (Base)	18	N/A (Hostile)	22m	25	6.0kg	Caerbannog Pelt, Glands

*Note: The Handling Modifier applies to the **Animal Handling/Husbandry** skill when attempting to trap, tame, or breed domesticated variants.*

Standard Breeds & Wild Hares

1. Common Cottontail

The baseline rabbit of the Northern Kingdoms' fields and meadows. They rely entirely on subterranean burrows and rapid bursts of speed to evade predators.

- **Mechanic: Flash Flight:** When startled, a Cottontail can take a free reactive defense action to dive into nearby heavy brush or holes, granting them full cover.
- **Harvest Yield:** 1 unit of Raw Meat, 1 Common Pelt (Value: 2 Crowns).

2. Jackrabbit

Found throughout the sweeping plains of Nilfgaard and the fields of Redania, these are large, long-eared, leggy hares built for extreme distance running.

- **Mechanic: Bounder:** Jackrabbits gain a +3 to any *Athletics* check made to leap over obstacles or clear broken terrain while running.
- **Harvest Yield:** 2 units of Raw Meat, 1 Large Fur (Value: 4 Crowns).

3. Snowshoe Hare

Native to the frozen peaks of Kaedwen and the northern expanses of Kovir. Their exceptionally wide, fur-padded hind feet prevent them from sinking into loose drifts.

- **Mechanic: Snow-Walker:** Snowshoe Hares ignore all movement and standing penalties caused by *Snow & Ice* conditions.
- **Harvest Yield:** 1 unit of Raw Meat, 1 Snow-White Pelt (Value: 5 Crowns).

The Monster: Caerbannog (The "Death Rabbit")

The Caerbannog is an escaped experimental species originating from Alzur's laboratory at Rissberg Castle. Rumors within the magical community suggest they were engineered to test the physical limits of extreme strength and accelerated speed mutations before those traits were applied to the first witchers. They look nearly identical to ordinary white rabbits, save for their larger frames, blood-red eyes, and the visceral crimson staining their paws and muzzles.

Core Mechanics & Abilities

- **Vicious Predator:** Unlike ordinary lagomorphs, Caerbannogs are carnivorous and highly aggressive apex predators that view humans and humanoids as primary food sources.
- **Jugular Strike:** When attacking from stealth or jumping, a Caerbannog launches itself directly at the target's throat. Any attack roll that beats the defender's check by +5 or more automatically hits the **Head** location and inflicts a *Deep Laceration* (Bleeding 100%).
- **Pack Mentality:** Caerbannogs hunt in highly coordinated groups led by a pack leader. They utilize sophisticated diversion and ambush tactics. For every Caerbannog flanking a single target beyond the first, the target suffers a cumulative -2 penalty to defense (replacing the standard -1 Gang-Up rule).
- **Alchemical Regeneration:** Driven by their ancestral mutations, a Caerbannog heals rapidly. At the start of its turn, it automatically recovers 3 lost HP. This regeneration is paused for 1 round if the creature takes fire or silver damage.

Caerbannog Subspecies & Regional Variants

The Frostbite Caerbannog

Thriving in the high alpine peaks and glacial wastes, this variant sports a hyper-dense coat and an immense layer of insulative fat.

- **Trait:** Completely immune to extreme cold, environmental freezing effects, and frost-based magical attacks.

The Poisonous Caerbannog

An explicitly weaponized strain whose saliva has been altered to carry an artificial alchemical payload.

- **Trait:** Attacks inflict the *Poison* condition (DC 16 Endurance check to resist).

The Nightstalker Caerbannog

An elusive nocturnal variant with oversized, bioluminescent irises designed to trap ambient moonlight.

- **Trait:** Ignores all combat and tracking penalties in *Dim Light* or *Darkness*.

Gains +3 to *Stealth* when operating under a night sky.

The Sandscraper Caerbannog

A hardy, sweatless variant adapted to the arid wastes of the Korath Desert and the dry southern borders.

- **Trait:** Completely immune to extreme heat penalties. It requires no water intake and can burrow beneath the sand to execute subterranean ambushes.

The Cavern Caerbannog

A downsized, hyper-sensitive strain that infests unmapped cavern networks and ancient elven ruins.

- **Trait:** Possesses *Blind-Sight* up to 15 meters via heightened acoustic and olfactory senses.

The Forest Caerbannog

A mottled, dark-furred variant engineered to navigate the claustrophobic underbrush of primeval woodlands.

- **Trait:** Its dark pelt grants a permanent +2 to *Camouflage* and *Stealth* within wooded terrain, allowing it to blend into the shadows seamlessly.

Wild Crossbreeds & Hybrids

Because Caerbannogs can mate freely with mundane rabbits, their lethal genetic traits occasionally surface in wild litters, creating distinct hybrid horrors:

- **The Snow Hare Caerbannog:** A massive, snow-white hybrid sporting broad, snowshoe-style paws. It retains the mutant's enhanced strength and moves effortlessly through deep winter drifts without losing momentum.
- **The Jackalope Caerbannog:** A terrifyingly swift crossbreed that inherits the long, powerful legs of the jackrabbit and sprouts jagged, bone-dense antler tines. It can gore targets while traveling at full speed.
- **The Cottontail Caerbannog:** A diminutive, hyper-agile variant that utilizes pristine environmental camouflage to hide in plain sight before launching a frantic surprise assault.
- **The Swamp Hare Caerbannog:** A semi-aquatic mutant featuring webbed

toes. It swims silently through bogs and wetlands, pulling birds and small humanoids beneath the surface to drown them.
- **The Pygmy Caerbannog:** A tiny, subterranean variant that uses advanced burrowing claws to undermine camp sites, attacking sleeping targets from beneath the earth.

Harvesting & Alchemical Processing

When a hunter successfully eliminates a Caerbannog, a standard *Crafting* or *Alchemy* check can yield highly specialized materials:

- **White Rabbit Pelt:** Soft, luminous, and silk-textured. Unlike traditional monster hides, it is a premium luxury good highly sought after by high-society tailors in cities like Gildorf or Novigrad. Markets buy pristine pelts for **10 to 25 Crowns** each. It can be crafted into luxury garments or utilized by taxidermists for lifelike trophy displays.
- **Sinew:** Tremendously elastic and structural. Can be used as a master component when crafting composite bows or heavy crossbow strings, adding +1 to the weapon's final reliability.
- **Glands (Adrenal):** Sourced directly from the creature's mutated endocrine system. Used in *Alchemy* to brew specialized combat stimulants that temporarily grant the user a boost to speed or trigger a localized *Adrenaline* die pool.
- **Venom (Poisonous Subspecies Only):** Can be carefully milked from the fangs. Functions as a premium alchemical base for blade oils or paralytic draughts.

New Alchemical Formula: Alzur’s Echo (Novice)

Using the harvested adrenal glands of a Caerbannog, an alchemist can replicate a fraction of the creature's frantic combat energy.

- **Availability:** Rare
- **Crafting DC:** 14
- **Preparation Time:** 10 Minutes
- **Cost to Craft:** 50 Crowns
- **Market Price:** 110 Crowns
- **Alchemical Formula:**
    - *Base:* Spirits (x1)

- *Substances:* Sol (x2) [Sourced from Caerbannog Glands], Vermilion (x1), Aether (x1)[cite: 1].

- **Mechanical Effect:** Upon ingestion, the user immediately gains **+2 to their current Initiative** and ignores all *Staggered* or fatigue-based movement penalties for 5 rounds. When the potion expires, the user must pass a DC 13 Endurance check or immediately lose 10 Stamina due to chemical crash.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Lagomorpha_(Rabbits,_Hares,_&_Anomalies)_Breeds. Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.